erably accessible to one or more system components, such as at a specially adapted gaming machine **100**, **200**, **300**, a general-purpose server **410**, and/or a special purpose server **420**, as desired. Database **440** is also preferably accessible by one or more of the peripheral devices on sub-network **430**, such that information or data recorded on the database may be readily retrieved and reviewed at one or more of the peripheral devices, as desired. Although shown as directly connected to common bus **401**, it is also contemplated that such a direct connection can be omitted and that only a direct connection to a server or other similar device be present in the event that heightened security with respect to data files is desired.

[**0095**] While gaming system **400** can be a system that is specially designed and created new for use in a casino or gaming establishment implementing specialized gaming devices such as gaming machines **100**, **200** or **300**, it is also possible that many items in this system can be taken or adopted from an existing gaming system. For example, gaming system **400** could represent an existing player tracking system to which specialized gaming machines are added. Also, new functionality via software, hardware or otherwise can be provided to an existing database, **440**, specialized server **420** and/or general server **410**. In this manner, the methods and systems of the present invention may be practiced at reduced costs by gaming operators that already have existing gaming systems, such as a standard player tracking system, by simply modifying the existing system. Other modifications to an existing system may also be necessary, as might be readily appreciated.

Method of Use

[**0096**] In general, the foregoing devices and systems can be utilized to benefit both gaming operators and players in creating and using specialized gaming machines that are adapted to provide appealing and innovative visual displays in a manner that is relatively inexpensive in comparison with many conventional gaming machines that utilize conventional visual display devices and techniques. As detailed above, this can be accomplished by incorporating a reversible display device within or about a gaming machine, such that multiple visual images can be displayed at multiple screens or viewing surfaces through use of the single reversible display device. In addition to reducing overall display costs, the volume of and corresponding space and cooling requirements for all displays within and about a gaming machine can also be reduced. Also, a single reversible display device can be made to display two entirely different games or different views of the same game on different viewing screens, as well as different views of the same game on different viewing screens. Furthermore, the multiple displays can be coordinated in several ways, such as to present coherent images that span or cross both screens. Other advantageous uses and benefits can also result through use of the inventive features, items and methods shown herein.

[**0097**] Referring lastly to **FIGS. 10 and 11**, an extended flowchart conveys one method of displaying multiple visual images from a single source at a specialized gaming machine according to one embodiment of the present invention. While this flowchart may be comprehensive in some respects, it will be readily understood that not every step provided is necessary, that other steps might be included, and that the order of steps might be rearranged as desired by a given gaming operator or gaming machine manufacturer, retrofitter or repairperson. This method begins in **FIG. 10** at a start step **500**, is continued at waypoint A **530** shown at the bottom of **FIG. 10** and top of **FIG. 11**, and ends at an end step **599** in **FIG. 11**. After start step **500**, a gaming machine or other relevant gaming device having a display device is provided at a process step **502**. While such a device can be a gaming machine, such as any one of specialized gaming machines **100**, **200** or **300** discussed above, it will also be understood that this gaming device could also be a gaming device with display device that is used at a table game, sports book, keno lounge, or other gaming location.

[**0098**] After the gaming device with a display device is provided at step **502**, a first display cell or core display component is provided in the display device at a following process step **504**. While steps **502** through **514** are directed primarily toward the specific design and creation of a customized reversible display device, it will be readily appreciated that such a device can be selected from any that are already commercially made and provided, such as that which might be available soon from Mitsubishi Electric. Accordingly, steps **502** through **514** might be condensed into one providing step where such an off the shelf device is used. At a next decision step **506**, an inquiry is made as to whether multiple display cells or core display components are desired, such as in the case of reversible double-celled display device **55** above. If the answer to such an inquiry is yes, then the method diverts to a process step **508**, where a second cell or core display component is provided in the display device. Although third and additional cells or core display components may also be similarly provided and accounted for in the current method, the present discussion will consider a maximum of only two such cells or core display components for purposes of simplicity. Also in the interests of simplicity, further use of the term cell shall refer to both cells and any other type of core display components, as applicable.

[**0099**] After such a process step **508**, or where the inquiry answer to decision step **506** is no, the process then continues to a decision step **510**, where an inquiry is made as to whether the display cell or cells are self-illuminating. If not, then the method diverts to a process step **512**, where illumination components are also provided in the display device. After this step, or if a display cell or cells are self-illuminating, then the method continues to a process step **514**, where virtual curtains are provided next to the display cell or cells. As noted in the double-celled example above, it may be necessary only to provide such virtual curtains at both ends of a multi-cell stack, as the combined image from all cells would not ordinarily require the use of virtual curtains between cells. Alternatively, however, some embodiments may include the use of such intervening virtual curtains, depending on the end visual effects desired.

[**0100**] The next decision step **520** involves an inquiry as to whether any visual image is to be viewed indirectly. If not, such as in the case of specialized gaming machine **300** above, then the method moves on to process step **526**. If an indirect viewing or any other manipulation is desired, however, then the method diverts to process step **522**, where one or more optical devices are provided for the end display of the gaming machine or device. At the following process step **524**, this optical device or devices are arranged such that the